Subject: Re: What are your development phases?
Posted by dolik.rce on Sat, 26 Nov 2011 12:04:16 GMT

I'm kind of an anarchist in this I don't have any stable workflow, I just do whatever I feel like at the moment. Most times I start with implementing the main feature, and then wrap the GUI around it later. But sometimes I do exact opposite - design GUI and then write features in it, one by one. It usually depends on what part of app I have clearer idea about

In any case I test a lot. Not really test-based development, just trying manually if the code behaves as expected. Thanks to U++ build system I can afford to rebuild every couple lines So in general I can sum it up as:

1. write minimal buildable code (plain Top window or single function call in CONSOLE_APP_MAIN)
2. build and see if it works
3. add/improve feature (just a couple lines)
4. go to 2

I don't paint lines&boxes... If I need to see the code organization, I use Doxygen afterwards The design phase happens only in my head, on the go.

Honza